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Java073 The AWT and Swing, A Preview

This lesson provides a very brief preview of some of what you can expect to find in subsequent lessons regarding the Abstract Windows Toolkit (AWT) and the Swing component set.

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Preface

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Java110 The AWT Package, An Overview

This lesson is primarily a preview of what you can expect to find in several lessons immediately following this one. This and the next several lessons concentrate on the package `java.awt` where most of the functionality exists for providing graphics and the user interface to your application.

Note:

This page is included in the following books:

- [Object-Oriented Programming \(OOP\) with Java](#)
- [Java Graphics](#)

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Java146 The Canvas Component

A Canvas component represents a blank rectangular area of the screen onto which the application can draw or from which the application can trap input events from the user. An application must subclass the Canvas class in order to get useful functionality such as creating a custom component. The paint method must be overridden in order to perform custom graphics on the canvas.

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Java160 Graphics - Getting Started

This lesson is the first in a series of several lessons that will concentrate primarily on the use of the Graphics class to render shapes, fonts, and images on the screen. Before getting into the technical details, we will look at some relatively simple but interesting programs that illustrate the rendering of shapes and fonts. We will defer the rendering of images to a subsequent lesson. This lesson will explain the sample program in a general sense. Subsequent lessons will fill in the technical details of the Graphics class.

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Java162 Graphics and Colors, An Overview

The purpose of this lesson is to present an overview of the Graphics class and the Color class. Subsequent lessons will explore many aspects of these classes in depth.

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Java164 Graphics - The Utility Methods

This lesson will explore some of the methods in the category of graphics utility methods.

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Java166 Graphics - Working with Shapes

A previous lesson provided an overview of the Graphics class, and grouped the methods of that class into several different categories. This lesson will explore some of the methods in the category of Drawing and Filling Shapes.

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Java168 Graphics - Working with Fonts

An earlier lesson provided an overview of the Graphics class, and grouped the methods of that class into several different categories. This lesson will explore some of the methods in the category of Drawing Text.

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Java170-Graphics-Introduction to Images

This lesson provides an introduction to the handling of images in Java, including sample programs that illustrates some of the methods used to display an image in a Frame object. It is being included in the sub-collection titled Processing Image Pixels solely as background technical information.

Note:

Revised: 01/12/16

This page is included in the following books:

- [Image Processing using Java](#)
- [Java Graphics](#)

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Java172 Graphics - Animation and Double Buffering

A previous lesson introduced you to many aspects of working with images in Java. In this lesson, we will extend what you know into a classical graphics problem - animation. In order to improve the illusion of motion in our animation, we will also introduce you to the use of double buffering in Java.

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Java174-Graphics-Overview of Advanced Image Processing Capabilities
This lesson presents a cursory overview of the advanced image processing capabilities of Java. It is being included in the sub-collection titled Processing Image Pixels solely as background technical information.

Note:

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This page is included in the following books:

- [Image Processing using Java](#)
- [Java Graphics](#)

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